T• HQ, Inc.
TOY HEADQUARTERS

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Printed in Japan

SNS-RV-USA

Race Drivin'™

Instruction Booklet

T• HQ, Inc.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

INTRODUCTION

Race Drivin'™

We wish to thank you for purchasing RACE DRIVIN' for play on the Super Nintendo Entertainment System. We hope you enjoy many hours of incredible thrills and exciting action as you take four of the fastest cars ever built across three wild and daring tracks!

Get behind the wheel of a suped-up roadster and do a loop on the Stunt Track! Jump the speedster across impossible ramps - always aware that too much or too little on the accelerator means instant pile-up! And don't forget the mean street sportster! Scream around the Autocross Track in an attempt to break the all time speed record!

All the challenge and spine-tingling turns are here in this red hot game from T•HQ!

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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And They're Off!!

Your Assignment: Pilot any of four hot road machines through three gruelling tracks in an attempt to capture the best time! Your objective is to score the maximum number of points by driving around each track as many times as possible. The game is over if you fail to reach the next checkpoint before your fuel timer runs down to zero.

If you can beat the qualifying time during any lap, you will be awarded a championship lap at the end of the game. In the championship lap, your goal is to beat the Phantom Photon's best time. Defeat his records on all tracks to become the Ultimate Champion!

"Take the inside lane on the turns!"

The Mean Machines

You have the choice of four different cars. Each car has its own characteristics and handling capabilities.

Note: Inexperienced players should use the automatic car first. It's the best one to learn the game with!

CAR	TRANSMISSION	MAX. SPEED	HANDLING
Sportster	Automatic	120 mph	Average
Sportster	Manual	130 mph	Average
Roadster	Manual	110 mph	Good
Speedster	Manual	140 mph	Poor

Tracks

There are three tracks that you can compete on. Each track has its own qualifying time and hazards.

AUTOCROSS TRACK - This track is built for speed. For the best lap time, stay on the inside of each turn. After you complete one lap a phantom car will appear. It will drive your last lap. Gauge your current lap performance by observing the phantom car's position.

Qualifying time for Championship Challenge: 0:45.00 seconds*

Time to earn Championship Title: 0:43.00 seconds

* During any lap of play.

STUNT TRACK - This contains two challenges, a flat out speed track and a wild stunt track. You have to discover the safest speed to navigate the obstacles on the track or your car will crash. For example, if you take a hill too quickly, the car will launch too high off of the ramp and plow into the track. Other positions require you to hold a certain position on the road. For example, if you take a turn too wide, the car will launch right off the track.

Qualifying time for Championship Challenge: 1:27.00 seconds

Time to earn Championship Title: 1:24.00 seconds

Tracks cont.

SUPER STUNT TRACK - This track is all stunts, obstacles and hazards! Similar to the Stunt Track, you have to navigate more dangers and still beat the track's best time!

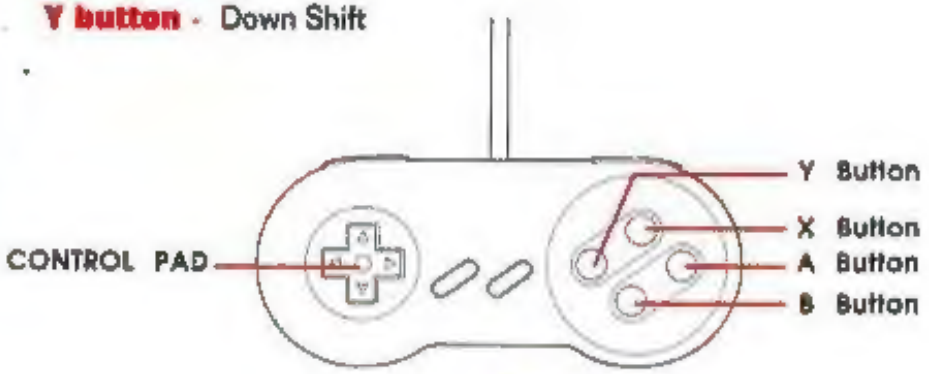
Qualifying time for Championship Challenge: 2:37.00 seconds

Time to earn Championship Title: 2:34.00 seconds

The Controls for the Car

Control Pad functions:

Right - Turn wheel right.
Left - Turn wheel left.
Up - Slowly move forward (if speed is 0 mph)
Down - Slowly back up (if speed is 0 mph)
A button - Accelerate
B button - Brake/Decelerate
X button - Up Shift
Y button - Down Shift



Starting the Game

Make choices on all opening sequence screens by pressing Left or Right arrow key on the control pad and then pressing the **A** button. Exit the track layout screen by pressing the **A** button.

You can start the car engine (and the clock) by pressing the **Start** button. Get the car moving by pressing and holding the **A** button. If you get going too fast, press the **B** button to slow down.

Plan your turns in advance - you can usually anticipate which direction you'll need to go. Start each turn just before you reach it. The hands on the steering wheel illustrate how hard you are turning the wheel.

Drive quickly to the first fuel check point. As soon as you reach it you will get more fuel and you will proceed to the next check point or the finish line.

"If you crash an instant replay will show your crash from a different angle. Press any control button to skip this feature."

Status Screens

Top Status Screen (left to right)

Lap Time Time elapsed since the start of the race.

Best The time you must beat to challenge and/or take the championship.

Score Your point total.

Last The time of your last lap.

Bottom Status Screen (left to right)

Fuel Flashing light indicates low fuel.

RPM Tachometer.

MPH Current speed.

Auto/Shift Indicates current gear position.

Award Screen

Enter your name by moving the control pad directions and select the letters by pressing the **A** button. Use the Left arrow key to remove any unwanted letters. Select "end" to exit the screen.

Credits

The following people created this Super NES version of Atari's hit arcade game Race Drivin':

Program Conversion by
Imagineering Inc.
Glen Rock, New Jersey

Program and 3-D Graphics:
John Van Ryzin

Graphics:
W.R. Wentworth

Audio Director:
Mark Van Hecke

Audio Drivers:
Bitmasters

Limited Warranty

90 DAY LIMITED WARRANTY:

THQ, Inc. (Toy Headquarters) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.

2. Notify the THQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the THQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

T•HQ, Inc.
Consumer Service Department
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Calabasas, CA 91302

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